

## Hope for the Future

Gick Mindbender

Elf Male

6th level Psionicist

STR: 15 open doors: 8, bb/lg: 7

INT: 18 +7 lang

WIS: 16 +2 mag def adj

DEX: 17 +2 mis atk adj, -3 armor class bonus

CON: 17 +2 hpt adj, ss: 97%, rs: 98%

CHR: 13 max hench: 5, rec adj: +1

ALIGNMENT: Lawful Neutral

WEIGHT: 166 lbs

HEIGHT: 91"

AGE: 26 years old

AC NORMAL: 5

AC REAR/SURPRISED: 8

ARMOR TYPE: Padded armor

HIT POINTS: 36

THACO: 18

SOCIAL STATUS: Freeman

SAVING THROWS

SAVING THROW BONUS'

POISON/PARA/DEATH.....12

PETR/POLY.....11

ROD/STAFF/WAND.....12

BREATH WEAPON.....15

SPELLS.....13

COMBAT PROFICIENCIES: Light Crossbow w/Light Quarrel(1d4/1d4--Spd: 7), Short Sword(1d6/1d8--Spd: 3), Wrist Razors(1d6+1/1d4+1--Spd: 2)

MOVEMENT: 12/15 forced march

#AT: 1/1

NPP: -4

NON-WEAPON PROFICIENCIES: Rejuvenation (15), Reading/Writing (19), Meditative Focus (17), Psionic Detection (14), Water Find (18), Sandy Wastes Survival (18), Salt Flats Survival (18), Astrology (18), Blacksmithing (15)

RACIAL ABILITIES: Conditioned to run over terrain quickly covering up to 50 miles/day, cannot ride beasts of burden, +1 to attacks with long sword or long bow, -4 to opponents surprise rolls when encountering non-elven groups in desert or steppe terrain, 60' infravision

LANGUAGES: Draji Common, Giant, Jozhal

NORMAL ITEMS: Light Crossbow w/20 obsidian quarrels(-2 to hit/-1 damage), bone wrist razors(-1 to hit/-1 damage), leather backpack, 4-1gallon waterskins, 10' giant hair rope, tinderbox, padded armor, soft boots, tattered cloak, breeches, tunic, small mirror, belt pouch, 1/4 lb candle wax, small sack.

MAGIC ITEMS: Gloves of Missile Snaring, Eyes of Seeing(x10 normal vision), Fruit of Invisibility

MONEY: 23 bits

WATER SUPPLY: 4 gallons

#### PSIONIC SUMMARY

PSP: 82 INT 18, WIS 16, CON 17

Psychometabolism: Sciences-energy containment Devotions-chameleon power, displacement, enhanced strength, mind over body.

Telepathy: Sciences-mindlink, psychic crush Devotions-contact, ESP, invincible foes, sight link.

Clairsentience: Devotions-danger sense, know location, see sound.

#### BACKGROUND

You are the 4th son of a small elven trading house out of Raam that deals in the salt trade in several of the cities of the eastern Tyr region. Your father considered your talent with the Way to be useless and tried to focus your attentions elsewhere, but you balked at you father's wishes and left Raam for the wastes at the age of 17 to seek out a master of psionics to train under. Your search ended a year later and you studied under the powerful Barargus, a dwarven blacksmith from the city of Draj, whom became your mentor and taught you how to hide your talents from the sorcerer-king and his ruthless templars. You also feel little of the bonding between elves of the same tribe since you were humbled greatly by your father.

Over the past 2 years you and the half-giant Zot have helped Barargus with his trade, acquiring the precious supplies that he needs to supply his customers with the weapons and armor they need. Doing these tasks for the dwarf is a small price to pay for his teachings to you. You recently have had several dealings with a noble named Lord D'maka, a powerful man with many connections that could supply you with the obsidian and valuable metal ore that your master requires.

#### CHARACTER INTERACTION

Zot of the Barrens: This half-giant is probably the closest thing to a friend that you've ever had, and he would follow you into battle against the dragon if you asked him. His strength and knowledge of the barrens surrounding Draj has saved your skin on more than one occasion. You help him as best as you can in matters of the mind, and have been trying to teach him to read and write whenever the two of you have any free time.

Riichl Trenduel: A stunning and beautiful human woman who frequents Barargus'

shop on several occasions seeking strange and unusual items that the dwarf always seems to have. Although you've only exchanged a few pleasantries, you wish it were possible to get to know this woman a little better

Kith'ikak: A legend in the gladiatorial pits of Draj, and the prize gladiator of Lord D'maka's family. You even met this thri-kreen once when you were at the estate of the noble discussing simple trade, and his sheer brutality and speed was a sight to see.

Quandi: A halfling slave owned by Lord D'maka who is without a doubt the most proficient musician/singer in the City of Draj, and perhaps the whole of the Tyr region. You've seen him from a distance and believe that there is more to him than meets the eye.

Maggdalina Sunscorch: A slave in the pen of Lord D'maka, that is all you know.

Hope for the Future

Kith'ikak                      Male Thri-Kreen                      5th level Gladiator

STR: 19    +3 to hit, +7 damage, open doors: 16(8), bb/lg: 50%

INT: 8    +1 lang

WIS: 12

DEX: 18    +2 mis adj, -4 armor class bonus

CON: 15    +1 hpt adj, ss: 90%, rs: 94%

CHR: 9    max hench: 4

ALIGNMENT: Chaotic Neutral

WEIGHT: 461 lbs

HEIGHT: 84"

AGE: 9 years old

AC NORMAL: 1

AC REAR/SURPRISED: 5

ARMOR TYPE: none

HIT POINTS: 44

THACO: 16

SOCIAL STATUS: slave/gladiator

SAVING THROWS

SAVING THROW BONUS'

POISON/PARA/DEATH.....11

+4 Dexterity Bonus

PETR/POLY.....12

ROD/STAFF/WAND.....13

BREATH WEAPON.....13

SPELLS.....14

WILD TALENT: Share Strength--Power Score: Con -4

COMBAT PROFICIENCIES: All weapons; Specialized Weapons(+1 to hit/+2 damage):

Gythka Polearm (2d4/1d10--Spd: 9), Chatkcha(1d6+2/1d4+1--Spd: 4)

MOVEMENT: 18/21 forced march

#AT: 1/1, 3/2 with specialized weapons, 5/1 with natural attacks

NPP: -2

**GLADIATOR ABILITIES:** Proficient with all weapons, specialize in multiple weapons, expert in unarmed combat (gains a +/- 4 point modifier on the punching and wrestling chart), learns to optimize armor (confusing an opponent using armor and shield reducing his armor class by 1/this doesn't apply when not wearing armor)

**THRI-KREEN ABILITIES:** Hard exoskeleton confers AC: 5, no need for sleep, requires 1 gallon water/week, 5 natural attacks: 4 claws(1d4+1)/1 bite(1d4), leap 20' up and 50' forward, paralyzing bite: save vs poison or paralyzed for 2d10 rounds/2d8 for large creatures, master of the chatkcha: thrown up to 90 yards and returns if missed.

**THRI-KREEN RESTRICTIONS:** Cannot use rings, girdles, human armor, or cloaks; racial feud with elves who they find rather tasty.

**NON-WEAPON PROFICIENCIES:** Common (8), Weapon Improvisation (11), Hunting (11), Tracking (12), Direction Sense (13), Charioteering (20)

**LANGUAGES:** Thri-Kreen, Common (thri-kreens must make a proficiency check when speaking any language other than thri-kreen)

**NORMAL ITEMS:** Obsidian Gythka Polearm(-2 to hit/-1 damage), bone dagger, leather harness, 2 small pouches, small sack, 1 gallon waterskin.

**MAGIC ITEMS:** Chatkcha +1

**MONEY:** none

**WATER SUPPLY:** 1 gallon

## BACKGROUND

You were captured by slave raiders when you were just a hatchling in the wastes northwest of Draj, and were raised in the slave pens of Lord D'maka by the dwarf Maggdalina Sunscorch. After several years you adapted well to life in the pens, and at the age of 6 you were sent to the gladiatorial games for the amusement of the sorcerer-king. Your thri-kreen nature took you over and you mercilessly slew victim after victim, living for the thrill of the hunt. Throughout it all your master, Lord D'maka, has treated you well though you are his slave, but that may be because you've yet to lose. Though life is bearable, you yearn for the companionship of your own kind and believe that someday you may win your freedom.

## CHARACTER INTERACTIONS

**Maggdalina Sunscorch:** If it were not for this female dwarf, you would not have survived you capture, and the savage beating you took from the slavers. The dwarf is a powerful cleric of fire, a secret that she's shared with you because of the bond you have between you, a bond you shall honor til death.

Quandi: This halfling sings music that is the most beautiful thing you've ever heard. This little man abhors captivity, but is very far from the jungles of the Ringing Mountains and feels dammed if he stays and doomed if he tries to return home. He has proven to be your friend and maybe someday you will help him get home. You once saved his life from a chain gang of bully slaves, and he now feels that he owes you something.

Zot of the Barrens: A powerful half-giant who has been coming to see your master on a regular basis with his elven friend. You've heard that he is a great warrior, perhaps you could test his prowess someday.

Gick Mindbender: The elf that accompanies the half-giant to see your master. He doesn't look like much of a warrior, but you do sense an aura of strength about him. You've tasted elven flesh in the gladiatorial pits, and it would be in this elf's best interests to treat you kindly should you ever be at odds.

Riichl Trenduel: A human female that you've never met before.

## Hope for the Future

Maggdalina Sunscorch                      Female Dwarf                      7th level Fire Cleric

STR: 18 +1 to hit, +2 damage, open doors: 11, bb/lg: 16%

INT: 17 +6 lang

WIS: 18 +4 mag def adj, spell bonus: +2 1st/+2 2nd/+1 3rd/+1 4th

DEX: 13

CON: 15 +1 hpt adj, ss: 90%, rs: 94%

CHR: 14 max hench: 4, loy base: +1, rec adj: +2

ALIGNMENT: Chaotic Good

WEIGHT: 181 lbs

HEIGHT: 52"

AGE: 36 years old

AC NORMAL: 10  
ARMOR TYPE: none  
THACO: 16

AC REAR/SURPRISED: 10  
HIT POINTS: 42  
SOCIAL STATUS: slave

SAVING THROWS  
POISON/PARA/DEATH.....7  
PETR/POLY.....10  
ROD/STAFF/WAND.....11  
BREATH WEAPON.....13  
SPELLS.....12

SAVING THROW BONUS'  
+4 vs Mental Attacks

WILD TALENT: Reduction--Power Score: Con -2

COMBAT PROFICIENCIES: Warhammer(1d4+1/1d4--Spd: 4), Short Bow w/flight arrows (1d6/1d6--Spd: 7), Short Sword(1d6/1d8--Spd: 3)  
MOVEMENT: 6/8 forced march  
#AT: 1/1  
NPP: -3

NON-WEAPON PROFICIENCIES: Mountain Survival (17), Rock Badland Survival (17), Healing (16), Ancient Languages (17), Spellcraft (15), Somatic Concealment (12), Heat Protection (15), Water Find (17)

CLERICAL ABILITIES: Spells: 1st-5, 2nd-5, 3rd-3, 4th-2; can turn undead using fire element, can ignore the presence of fire for 7 rounds once per day, can gate in fire from the elemental plane in the form of a wall of fire once/day at cleric's level.

LANGUAGES: Draeg Common, Halfling (17), Thri-kreen (17)

NORMAL ITEMS: Short Bow w/20 flight arrows(bone: -1 to hit/-1 damage), warhammer, soft boots, breeches, jerkin, cloak, tinderbox, 4-1 gallon waterskins, small sack, 2 torches, 1/2 lb salt.

MAGIC ITEMS: Fruit of Extra-Healing, Scroll of Protection from Lightning, Dust of Disappearance w/one pinch.

MONEY: none

WATER SUPPLY: 4 gallons

## BACKGROUND

You have been a slave for as long as you can remember, though you do have vague memories of a dwarven village that was destroyed when you were captured into slavery. Life was harsh and cruel at first, as befitting that of a slave of Athas, but your world became a little brighter when you were won in a bet between two nobles, sending you to the estate of the family

D'maka. It was here that you met Yasindaga.

A human of well over 100 years old (something very rare in the city of Draj), this old man was a slave/retainer for Lord D'maka and secretly the noble's cleric. Yasindaga choose you as his successor as cleric to the D'maka family and you accepted the task, for it meant better treatment than some of the other slaves of Draj received. Two years into your studies your master disappeared, a large pile of ashes and burnt clothing was all that remained of his presence on this world. It is now your focus to care for all members of the D'maka estate, from slave to noble, human and demi-humans alike. Although someday you wish to be free of slavery, you feel that you can do more work for the needs of slaves where you are now. However, if you can obtain your freedom without violating your focus (you dread the thought of becoming a banshee) you will choose freedom.

## CHARACTER INTERACTIONS

Kith'ikak: Although you've bore no children, this lonely thri-kreen is like the son you've never had. You took him in when he was just a hatchling, and he has grown into a powerful gladiator that you are extremely proud of. If ever you win your freedom, you will take Kith'ikak with you.

Quandi: This wild little halfling is the most beautiful singer you've ever heard, but you feel that slavery represses the raw emotion of freedom in his music. You know that he is secretly an earth cleric, something that he hides from the master, and you respect his secrecy. You find yourself liking the little man, and of all the slaves in Draj you hope that this one returns home someday.

Zot of the Barrens: A hulking brute of a half-giant that your master has employed on several occasions. You even had to heal him once after he helped route some raiders of your master's estate, but you feel that your secret is safe with him. Perhaps freemen can be trusted after all.

Riichl Trenduel: A strange and exotically beautiful woman who visits your master on occasion. You sense something more about her, a feel of strength and power commands respect. There is little more information about her.

Gick Mindbender: A friend of the half-giants, that's all you know.

## Hope for the Future

Quandi                      Halfling Male                      4/3    Earth Cleric/Thief

STR: 17    +1 to hit, +1 damage, open doors: 10, bb/lg: 13%  
INT: 10    +2 lang  
WIS: 16    +2 mag def adj, spell bonus: +2 1st/+2 2nd  
DEX: 20    +3 mis atk adj, -4 armor class bonus  
CON: 15    +1 hpt adj, ss: 90%, rs: 94%  
CHR: 15    max hench: 7, loy base +3, rec adj: +3

ALIGNMENT: Chaotic Neutral  
WEIGHT: 60 lbs  
HEIGHT: 40"  
AGE: 35 years old

AC NORMAL: 8	AC REAR/SURPRISED 10
ARMOR TYPE: none	HIT POINTS: 23
THACO: 18	SOCIAL STATUS: slave

SAVING THROWS	SAVING THROW BONUS'
POISON/PARA/DEATH.....9	+2 vs Metal Attacks
PETR/POLY.....12	+4 Dexterity Bonus
ROD/STAFF/WAND.....12	+1 All Saves
BREATH WEAPON.....15	
SPELLS.....15	

WILD TALENT: Double Pain--Power Score: Con -3

COMBAT PROFICIENCIES: Wrist Razors(1d6+2/1d4+1--Spd: 4), Sling  
w/stone(1d4/1d4--Spd: 3), Short Sword(1d6/1d8--Spd: 3)  
MOVEMENT: 6/8 forced march  
#AT: 1/1  
NPP: -3

NON-WEAPON PROFICIENCIES: Musical Instrument (19), Singing (15), Tightrope  
Walking (20), Jungle Survival (12), Water Find (10), Somatic Concealment (19), Heat  
Protection (8), Sign Language (20), Common (10)

RACIAL ABILITIES: Gains a +1 to hit with slings and thrown weapons, possesses  
great racial unity, eats humanoid flesh.

CLERICAL ABILITIES: Spells: 1st-5, 2nd-4; can turn undead using earth element.

THIEVING ABILITIES: Pick Pockets (72%), Open Locks (77%), Find/Remove Traps  
(51%), Move Silently (66%), Hide in Shadows (64%), Detect Noise (25%), Climb  
Walls (78%), x2 backstab multiplier.

LANGUAGES: Halfling, Draji Common (halflings must make a proficiency check to



speaking any language other than halfling)

**NORMAL ITEMS:** Wrist Razors(bone -1 to hit/-1 damage), sling w/30 stones, short sword(obsidian -2 to hit/-1 damage), tattered breeches, cloth tunic, tattered cloak, sandals, vest, 4-1 gallon waterskins, small pouch, spell components, bone sewing needle & assorted other tools (thieves tools), wooden flute, small sack.

**MAGIC ITEMS:** Ring of Telekinesis w/11 charges, Fruit of Water Breathing, Fruit of Speed.

**MONEY:** none

**WATER SUPPLY:** 4 gallons

## BACKGROUND

You are a halfling from a small Ringing Mountains tribe and have not seen the your jungle home in almost 10 years, your time in the bonds of slavery. Several times you've escaped and each time you've been captured, but you know that someday you will be free. You are a fighter and will not give into the easy escape from slavery--death, for you wish to see your tribe and family again someday. For now you survive on you skills and wits, awaiting for the moment when freedom beckons you. You realize that you are very far from the Ringing Mountains, and you also know that you'll need help in getting home.

You are an accomplished musician and singer, and this is what you're know for in the noble's circles. The upper class of Athas pride themselves on arts and artists, and you talents have been one of the only things to keep you out of the deadly arena combat. You hide the fact that you're a cleric of the earth element, and your rogue skills, for you fear that if people know you are skilled in these arts it may prevent your escape someday. Although you are a slave of Lord D'maka, at least he treats his slaves better than most.

## CHARACTER INTERACTIONS

**Maggdalina Sunscorch:** The "mother" to all the slaves of the noble D'maka, she is kind to her friends and vindictive to her enemies. She is a cleric of the fire element and is a kindred spirit to you in the priestly arts, and that above all else earns her your respect. She knows of your skills and tells no one, but you do not need her sympathy because you are far from home.

**Kith'ikak:** A great thri-kreen gladiator who once saved your life when a group of slaves were beating you, and for that you will help him however you can to repay your debt. You feel that he also wishes to experience a life beyond slavery.

**Gick Mindbender:** An elf who has some dealings with Lord D'maka, and has watched you sing at a social gathering not long ago. You have sensed great psionic potential within him, how he uses it is another matter.

**Zot of the Barrens:** This half-giant is a close friend of the elf, and whenever you've seen

one it was in the presences of the other. You know him to be a man of the wastes that surround Draj, and he is by far the biggest of his kind you've ever seen.

Riichl Trenduel: A gorgeous human female who visits the noble estate regularly, that is all you know of her.

Hope for the Future

Riichl Trenduel                      Human Female                      6th level Preserver

STR: 09    open doors: 5, bb/lg: 1%  
INT: 20    +9 lang, spl level: 9th, know spell: 95%, immune 1st/2nd illusions  
WIS: 14  
DEX: 14  
CON: 13    ss: 85%, rs: 90%  
CHR: 20    max hench: 25, loy base: +12, rec adj: +9

ALIGNMENT: Lawful Good  
WEIGHT: 134 lbs  
HEIGHT: 69"  
AGE: 22 years old

AC NORMAL: 6                      AC REAR/SURPRISED: 6  
ARMOR TYPE: Bracers AC: 6                      HIT POINTS: 24  
THACO: 19                      SOCIAL STATUS: Freeman

SAVING THROWS	SAVING THROW BONUS'
POISON/PARA/DEATH.....	13
PETR/POLY.....	11
ROD/STAFF/WAND.....	9
BREATH WEAPON.....	13
SPELLS.....	10

WILD TALENT: Mind Bar--Power Score: Int -2

COMBAT PROFICIENCIES: Quarterstaff(1d6/1d6--Spd: 4), Dagger(1d4/1d3--Spd: 2)  
MOVEMENT: 12/15 forced march  
#AT: 1/1  
NPP: -5

NON-WEAPON PROFICIENCIES: Somatic Concealment (14), Ancient History (19), Rocky Badlands Survival (20), Heat Protection (18), Reading/Writing (21), Spellcraft (18), Sign Language (14), Herbalism (18), Mountain Survival (20)

SPELLS: 1st-4, 2nd-2, 3rd-2

LANGUAGES: Draji Common, Thri-kreen, Gith

NORMAL ITEMS: Quarterstaff, bone dagger(-1 to hit/-1 damage), cloak-good cloth, breeches, sandals, tunic, 3 pouches, spell components, parchment & ink, tinderbox, leather backpack, small sack, 4-1 gallon waterskins, cooking utensils, chalk, bone signal whistle, 2 empty scroll cases, spellbook.

MAGIC ITEMS: Bracers AC: 6, Wand of Illumination w/10 charges, Ring of Free Action

MONEY: 45gp, 102cp. 76 bits, small jade statue worth 20gp

WATER SUPPLY: 4 gallons

### SPELLBOOK

1st: Alarm, Change Self, Color Spray, Jump, Protection from Evil, Read Magic, Shield, Spook, Wall of Fog.

2nd: Detect Evil, Forget, Glitterdust, Melf's Acid Arrow, Misdirection, Stinking Cloud.

3rd: Blink, Fireball, Fleet Feet\*, Gust of Wind, Slow

\* Indicates spell found in the Dark Sun Rule Book.

### BACKGROUND

You are the daughter of a noble family that was slain by templars when you were only 6 years old. It was said that your father and mother were members of the Veil Alliance they were slain and their property confiscated by the agents of the sorcerer-king. You were magically whisked away during the attack to the secret hideout of the Veil in Draji, it was there that you grew in the care of its members until your 17 birthday.

Working for a Draji trader you learned more of Athas and the Veil Alliance through travel and trade, and learning more of the art of magic by becoming a preserver of growing power. To this day you travel to several cities throughout the Tyr region in the disguise of a trader, while all along searching for other preservers and freeing slaves whenever you can.

Several months ago you met a peculiar woman who worked for the Academy of Psionics in Draj named Challa, who was taking a great interest in the daughter of a trading associate of yours Lord D'maka. At the nobles request you are watching out for his daughter lest she fall into the power of the evil templars. Since Lord D'maka is a secret member of the Alliance, you've agreed to help him. Even though he keeps slaves like the other nobles, he treats them well.

## CHARACTER INTERACTIONS

Gick Mindbender: A growing elf psionist that is the student of an Alliance member. His mentor says that he isn't ready for the pressures of the Veil as of yet, but perhaps someday. Still, he seems to be someone you can trust.

Zot of the Barrens: A powerful half-giant friend of Gink and his master, and by all accounts a competent ranger who knows the barrens that surround Draj. Gink's mentor says the lumbering ox is a trusted friend.

Kith'ikak: A thri-kreen warrior in the pens of Lord D'maka, and an undefeated gladiator in the sorcerer-kings arena. This mantis warrior is unpredictable in your opinion, but you could be wrong.

Maggdalina Sunscorch: This female dwarf is Lord D'maka's head servant and medic for the injured, but you believe she is a cleric of one of the elements, which you are unsure. She is greatly respected by the D'maka family and its slaves, and for that you wish to know her better to see if she could benefit the Alliance.

Quandi: A halfling singer in the pens of the D'maka family. Although you've never met him, this little man is said to be a beautiful singer and musician.

## Hope for the Future

Zot of the Barrens                      Male Half-Giant                      6th level Ranger

STR: 23    +4 to hit, +11 damage, open doors: 18(16), bb/lg: 90%

INT: 11    +2 lang

WIS: 15    +1 mag def adj

DEX: 14

CON: 20    +5 htp adj, ss: 99%, rs: 100%, +1 posion save, regenerate 1hpt/turn

CHR: 07    max hench: 3, loy base: -2, rec adj: -1

ALIGNMENT: ? Good

WEIGHT: 1640 lbs

HEIGHT: 145"

AGE: 38

AC NORMAL: 10/8 w/tortoise blades      AC REAR/SURPRISED: 10  
ARMOR TYPE: none      HIT POINTS: 68  
THACO: 15      SOCIAL STATUS: Freeman

SAVING THROWS	SAVING THROW BONUS'
POISON/PARA/DEATH.....11	+1 vs poison
PETR/POLY.....12	
ROD/STAFF/WAND.....13	
BREATH WEAPON.....13	
SPELLS.....14	

WILD TALENT: Immovability--PS: Con -5

COMBAT PROFICIENCIES: 2-Handed Sword(1d10/3d6--Spd: 8), Short Sword  
1d6/1d8--Spd: 3), Tortoise Blades(1d6/1d6+1--Spd: 5), Spear(1d6/1d8--Spd: 6),  
Trident(1d6+1/3d4--Spd: 7)  
RANGER ABILITIES: Fight two handed w/o penalty, species enemy: belgoi, move  
silently: 35%, hide in shadows: 23%.  
MOVEMENT: 15/18 forced march  
#AT: 1/1 or 2/1 when fighting with two weapons  
NPP: -2

NON-WEAPON PROFICIENCIES: Tracking (15), Set Snares (10), Stony Barrens  
Survival (11), Direction Sense (16), Rope Use (14), Weaponsmith (8)

LANGUAGES: Draj Common

NORMAL ITEMS: Two handed sword (obsidian: -2 to hit/-1 damage), large soft  
boots, 2 tortoise blades (bone: -1 to hit/-1 damage), giant-size cloak, 3-2  
gallon waterskins, large sack, 4 torches, tinderbox, small rations sack, kank  
skin breeches, 5' leather strap (worn as head band).

MAGIC ITEMS: +2 Short Sword (metal), Fruit of Extra Healing, Earring of  
Clairaudience (as spell @ 8th level 2/day).

MONEY: 46 bit, 10cp

WATER SUPPLY: 16 gallons

## BACKGROUND

Orphaned by slavers at the age of 4, you were purchased from  
them by a dwarven blacksmith named Barargus to help forge weapons for Draj's  
sorcerer-king. Many years you spent helping the stubborn dwarf at his forge,

and a decade later he gave you your freedom. You roamed the wastes surrounding Draj for years, slowly learning your way around the barrens and even traveling to the islands deep in the Sea of Silt. Ten years later you returned to Draj to repay the blacksmith for your freedom; it was then you met Gick.

An elf who left his tribe in the central Tyr basin this young elf came to Draj seeking a master of psionics to learn from, to your surprise this powerful master was none other than your former dwarf owner. Over the next two years you and Gick became good friends as you worked together to help Barargus obtain the supplies he needed as a master blacksmith of Draj. Recently you've had several dealings with a noble named D'maka who is helping you obtain supplies of obsidian and rare metals for use by your mentor.

## CHARACTER INTERACTIONS

Gick Mindbender: This elf is the best friend you've ever had, someone who you can trust with your life and give your life up for. You realize that this is a rare thing on Athas, especially for a half-giant like you.

Riichl Trenduel: A lovely human female who has recently come to see Barargus during the nighttime hours, for reasons you know not. Despite your brutish appearance, you consider yourself fairly bright and you think she is part of the Veil Alliance. You do not tell anyone this for you do not wish anyone to worry.

Maggdalina Sunscorch: The matron slave in the pens of Lord D'maka who healed you once when you were helping Lord D'maka repel raiders at the nobles estate. Although she uses magic, she saved your life and for that you feel you owe her something.

Kith'ikak: A thri-kreen gladiator owned by Lord D'maka, and undefeated in the arena. Some say he is the most promising warrior to ever come out of Draj, other say that you are (even though you are now a freeman, some say you should battle him in the arena to settle the disagreement). You may never know.

Quandi: A male halfling singer owned by Lord D'maka whom you've seen from a distance but never met. Gick says he is the best singer/musician in Draj.